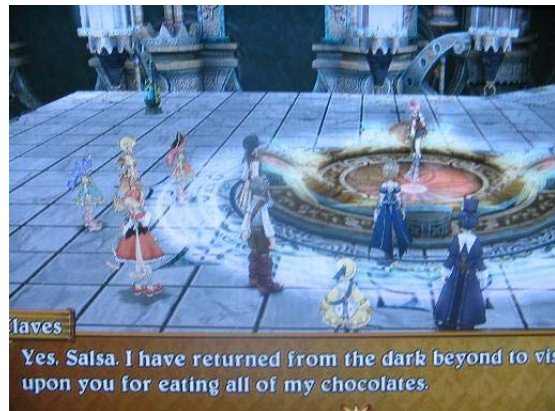


Mysterious Unison

To enter this bonus dungeon, you need the Hero's Crest that will be dropped by the Ruined Body boss on your first playthrough. Head out of the tower then to the dunes (where the screens keep on repeating) Head east for 3-4 times to reach the oasis (where you found the Tyrant Crown earlier) Use the Hero's Crest on the door to open it. The corresponding achievement will be unlocked as well. Enter the door.



You will find Claves on the central circle. After some conversation, you will learn that her soul has been broken down to 7 pieces and you'll need to collect them all to revive her completely. The shards can be found in chests, dropped by bosses and there is one that you'll need to purchase. Alright, before you start your adventure, consider the following:

- Have a healthy supply of recovery and revival items. There are item shops inside the Unison and absolutely no healing points.
- Make sure you party's average base level is 55+ at least. The normal enemies here can immediately dispose you if you are underleveled.
- The Unison has 13 floors. You will travel to each floor by red portals. Blue portals will allow you to return.
- The save point in the entrance is the **ONLY** save point in this dungeon. It will be wise to find the portal to the next floor immediately, then go back to the entrance to save before exploring the new floor.





Okay when ready, save your game and proceed to the next area. The portal is blocked by a dragon. Defeat it to unlock **Party Level 6** and the corresponding achievement to it.

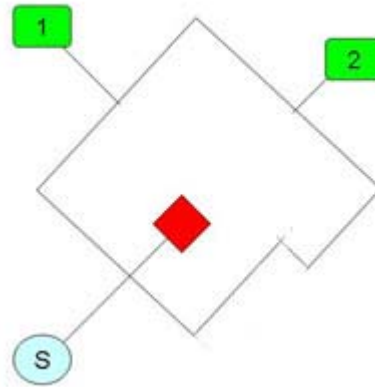
In party level 6, you'll have the following bonus:

- item slots increased to 50
- Stored echoes are retained after a harmony chain, making it available for the next battle.
- Harmony chains are extended to 6. Your fighting party will be able to execute two different special attacks each. If a character's primary and secondary special attack is the same, then he/she will only be able to perform that special attack. Try having a long range special attack as your secondary, so that your allies can provide support even while at a distance.
- As an offset, the Y, B and A buttons will be re-arranged after every special attack performed during a Harmony Chain.

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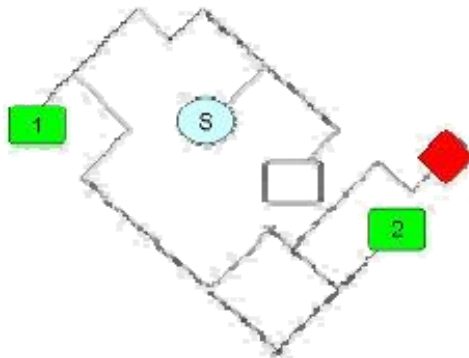
Basement Level 1

-  - Starting position, return portal (to previous floor or entrance)
-  - Portal to next floor
-  - Treasure chest
-  - Empty room



1. Titania's Bow
2. Soul Shard

Basement Level 2



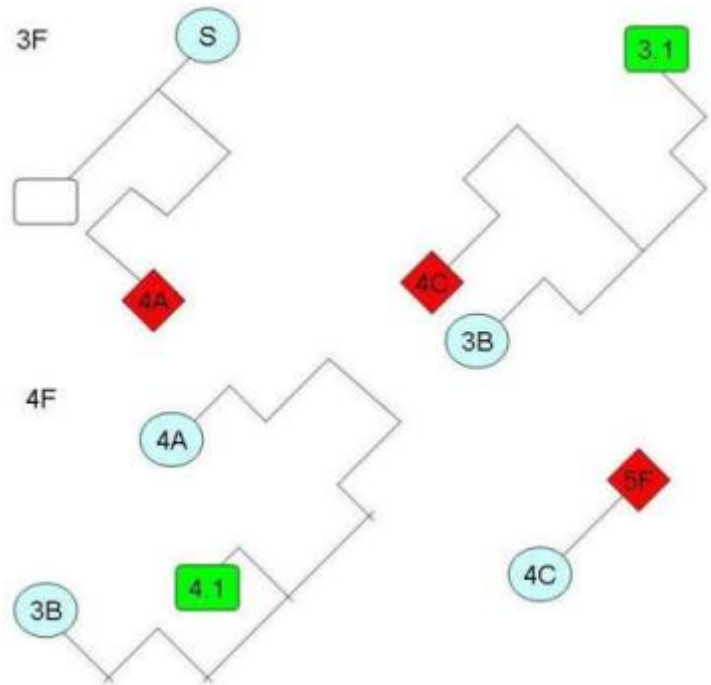
1. Iron Gloves
2. Pervious



Level 3 and 4 are connected so you'll need to go up and down between them to reach 5F.

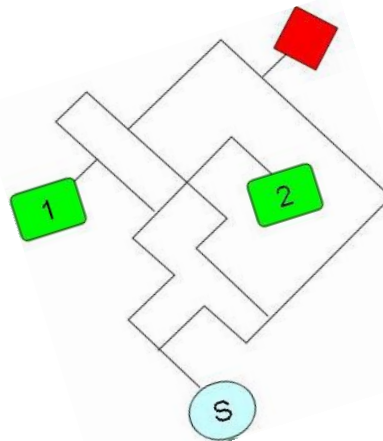
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3.1 Soul Shard
4.1 Score Piece 23



Basement Level 5

1. Athena's Shield
2. Nagul Fang

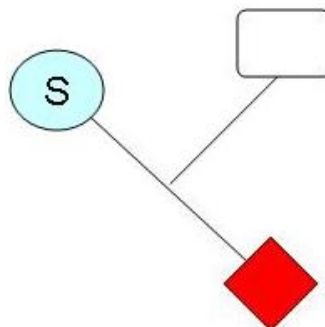


Basement Level 6

There is no item in this area but this is where you'll find a spirit that offers you to "shower" or to "eat". Shower starts at 10,000G and will heal your party's HP and MP while eating will give you the option to buy one of the Soul Shards for 99,999,999. Though it may seem almost impossible to earn at first, you can actually earn that much pretty easily by defeating certain enemies on the 11th and 12th floors. They drop 3,000,000 per battle.

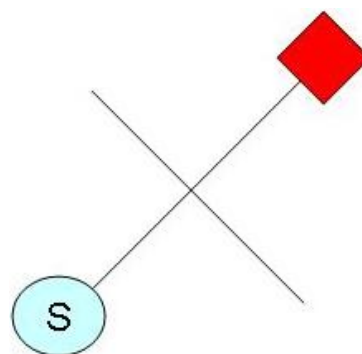
The empty chest is basically worthless so don't waste time checking it out. Don't get ripped off by paying that much to recover your party's HP and MP. Just return to the entrance, save then proceed to the next floor.

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Basement Level 7

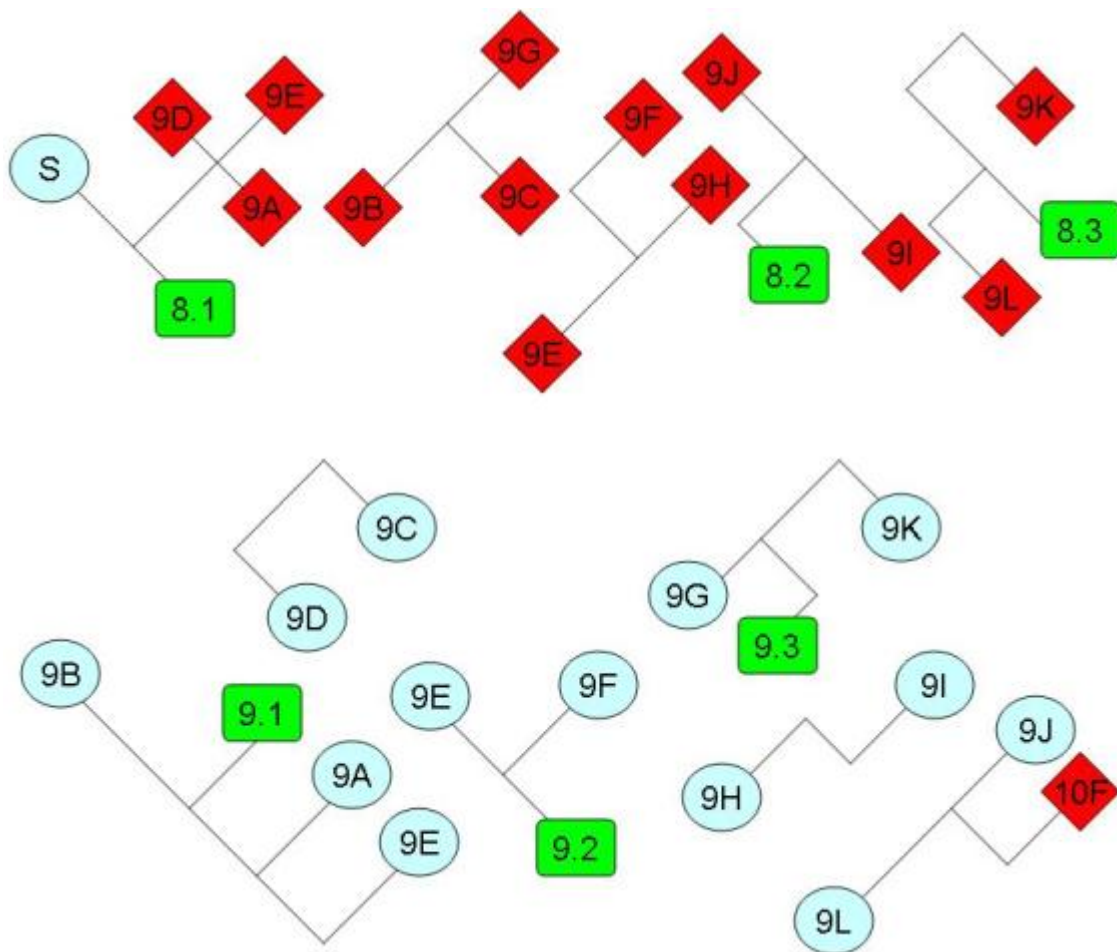
This floor will get you stuck if you don't know the trick. To get past, take the southeastern path three times then head northeast to find the portal.



Basement Level 8 and 9

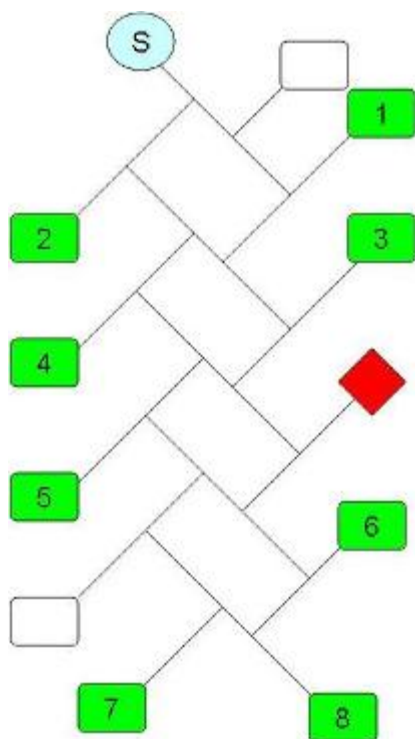
These two floors are connected which can really be a pain if you are exploring this level without the help of a map. There are 6 items to be collected in total. Refer the diagram below so that you can plan the best course to get all items without running all over the place.

- 8.1 Lenil Coat
- 8.2 Soul Shard
- 8.3 Seven Branched
- 9.1 Azure Umbrella
- 9.2 Dragon Armor
- 9.3 Score Piece 24



Basement Level 10

This floor may seem like a bonus stage with all the good stuff you can get. The place isn't that complicated at all. Refer to the diagram below to plot your fastest route possible.



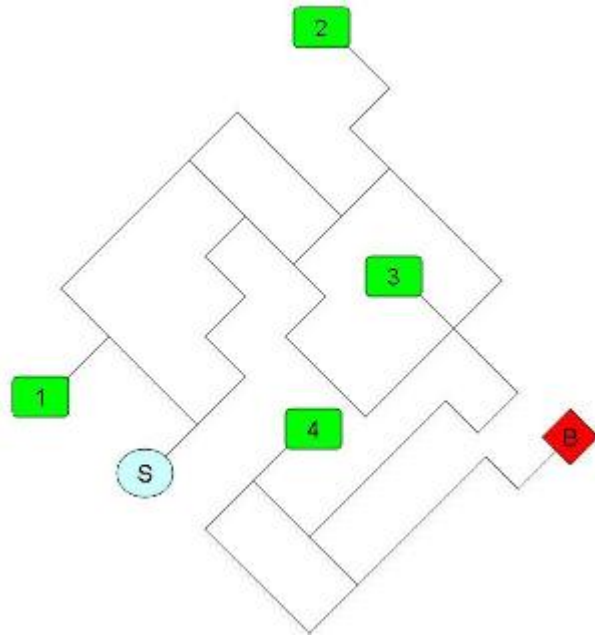
1. Freudhersch
2. Peacock Dress
3. Alfheim
4. Nemesis Sword
5. Skofnung
6. Best Lot
7. Niflheim
8. Cupid's Head

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Basement Level 11

Rondo is guarding the portal to the last floor and you'll need to defeat her in order to proceed. I recommend collecting all the items first then head back to the entrance and save. Also, make sure you equip all the new equipment you have and decide on your "power team" - your main battle party. This way, you can concentrate on level grinding team and putting the best accessories on them as well.

1. Achilles' Armor
2. Lord's Reign
3. Solomon's Ring
4. Retaliator



11F BOSS: Rondo



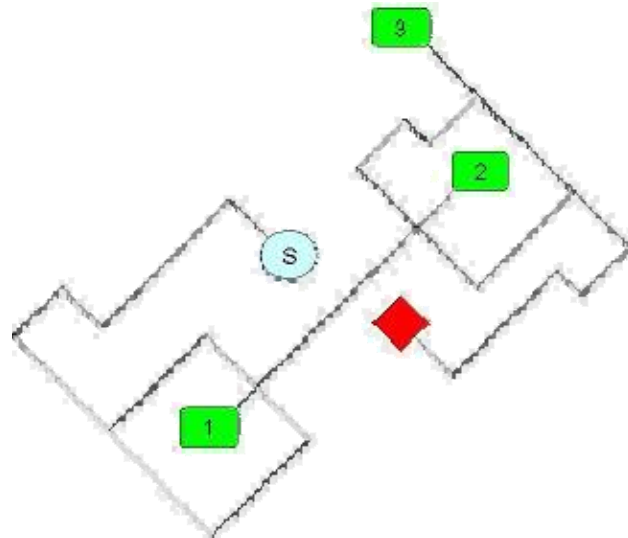
There isn't really a quick/easy way to defeat Rondo. You'll need to have lots of healing items and the best equipment you can get at the moment. Don't your opportunity to unleash harmony chains at full 32 echoes. If you are having problems defeating Rondo here, then you won't be able to defeat the last boss of this dungeon. Rondo has some really good attacks; try to block them as much as possible and have HP absorb/Auto-HP recovery accessories with you as well.

After the battle, you'll unlock the achievement for defeating Rondo, as well as another Soul Shard

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Basement Level 12

1. Sheol Sword
2. Score Piece 25
3. Bezwel's Sword



Basement Level 13

In this level, you will need to defeat the final boss to collect the last soul shard and to clear this dungeon. Take note that Annihilator will only be available if you already have the 6 Soul Shards in possession. Be warned also that this boss hits hard - the higher your level, you have better chances of survival. No special tactics here; just attack, flank the boss from different sides so that only one character will get damaged if he attacks. My party consisted Jazz, Retto and Salsa. Salsa is my combo builder, Jazz as my attacker/tank and Retto as my all-rounder. Stock a lot of healing items, preferably those high-level Clovers. If you have rare recovery items, use them here if necessary. You won't be using them when facing the final boss of the main story anyway. It may actually take a while, even if your guys deal five-digit damage per hit, since this boss has millions of HP.



After defeating the boss, you'll receive the corresponding achievement. Now Claves is fully resurrected, you can now use her outside of the Unison - though it may too late in the game to enjoy using her at all. You may now return to the Tower of Sand and face the final boss.

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